

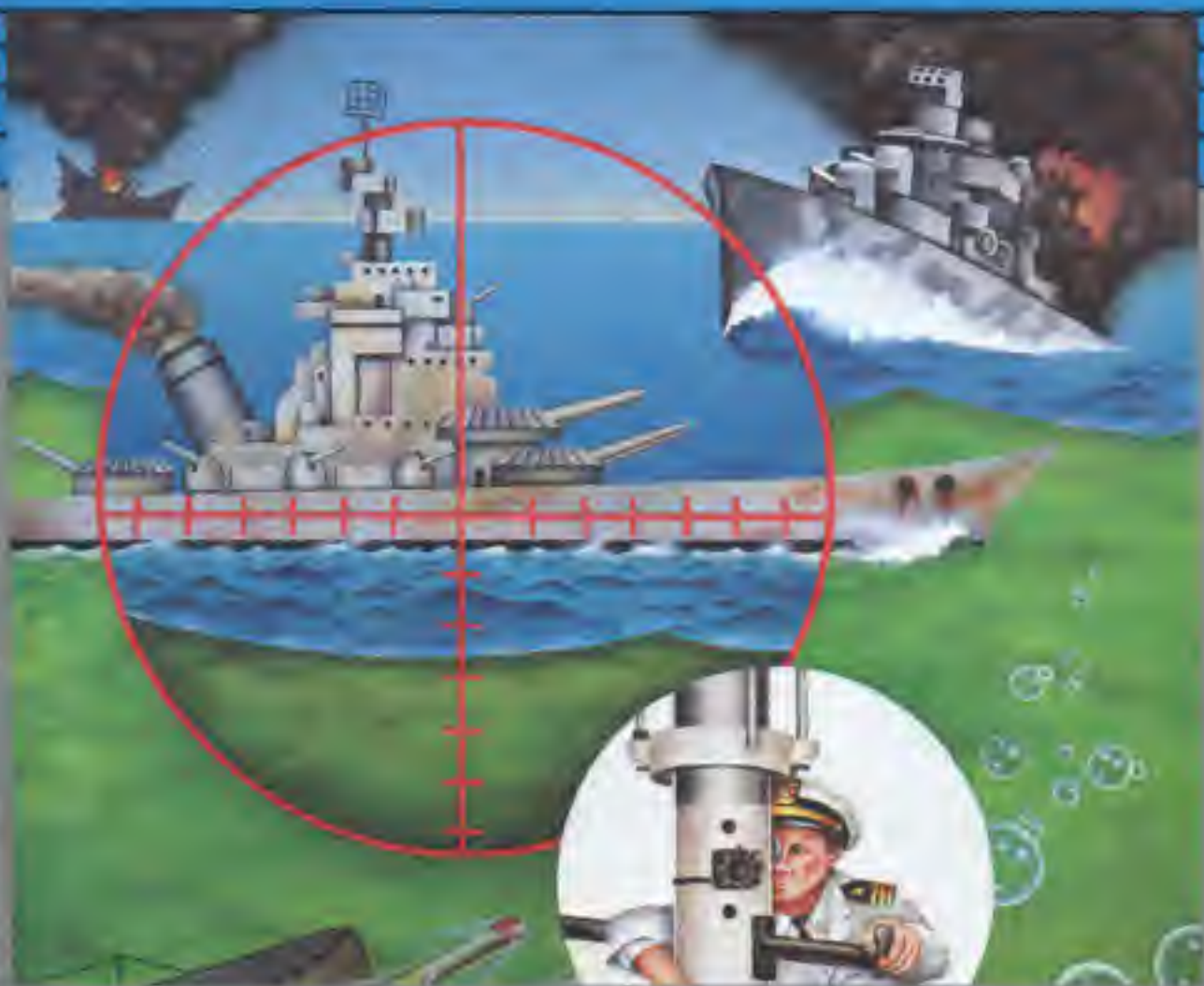


# SEA WOLF

A special home version of the *Bally/MIDWAY* Arcade Game

 **commodore**  **64**



 **commodore**

## INSTRUCTIONS FOR USE

# SEAWOLF

### Loading the Cartridge and Starting the Game.

1. Turn your C-64 OFF before inserting or removing the cartridge.
2. Insert the cartridge (label side up) into the wide expansion port on the back of the computer.
3. Turn the C-64 ON. After a second or two, the opening title should appear on the screen. (If the title doesn't appear, turn your C-64 off then back on.)

### STRATEGY

You are the commander...and SEAWOLF puts you in charge of sinking and destroying all enemy ships. You are armed with 4 torpedoes which will reload after you fire. Your primary targets are the small P.T. Boats which travel quickly through the water. You can choose the length of your playing time. Game times vary from 1 to 9 minutes in 1 minute intervals. Depress the appropriate tan function key on the right side of your C-64 to set the clock.

F1 .....	Standard Time
F3 .....	Increase Time
F5 .....	Decrease Time

## **SEAWOLF SCORING**

- 1) You can play SEAWOLF using the game paddles with 1 or 2 players. To start the game hit the F1 key.
- 2) To fire torpedoes press the RED FIRE button on your paddle.

## **SCORING**

Freighters .....	200 Points
Cruisers .....	500 Points
P.T. Boats .....	1000 Points

**NOTE:** Plug paddle into Port 1.



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Commodore 64 system.